AMENDMENTS TO THE SPECIFICATION

On page 18, paragraph 1, ll.1-9, please amend the specification by adding the reference numbers "501", "502", and "503" as reflected in the following marked-up version of the paragraph:

A1

> Within each slice header 505 is at least one span header 506 and within each span header 506 is at least one stream packet 507. Thus, there are N stream headers 501 per span, M span headers 502 per slice, and X slice headers 503 per image. In memory, only one line is described per slice, but the DMA is configured to repeatedly load the same context information for each line in the slice. An offset is maintained to keep track of where the source last provided data. This is needed because as the next line of an image is displayed or rasterized, the appropriate data from the source should be accessed and the offset helps ensure that the source is providing the proper data. The context information stored in the control structure 500 also contains blending instructions.

On page 14, paragraph 2, ll.14-21, please amend the specification by deleting the word "is" as reflected in the following marked-up version of the paragraph:

A2

> Figure 2 is a block diagram that generically illustrates an image 200. The image 200 [is] includes an active pixel area 204 and a blank pixel area 202. Typically, the active pixel area 204 is contained within the blank pixel area 202. The active pixel area 204 is used to display video, graphics, text, colors and the like. The image 200 can be either a frame or a field for display. Usually, images are displayed one after another. The width of the image 200 is described by the Xscreen 212 and the height of the image 200 is described by the Yscreen 214. The width or the active pixel area 204 is described by the Hsize 216 and the height of the active pixel area 204 is described by the Vsize 218.

On pg. 21, paragraph 3, (pg. 21, l. 23 – pg. 22, l. 9), please amend the specification by adding the article "a" as reflected in the following marked-up version of the paragraph:

A3

> Because the blending units are each blending data streams from a single color space and because a display device typically configured for one of those color spaces, there is only a need for a single color space converter. Block 705 is a color space converter that converts, for example RGB data to YUV data or YUV data to RGB data. It is also possible to wrap in hue, saturation, and contrast adjustments into the color space converter. The block 706 is a pixel multiplier that can individually adjust the scale of the components of the color space. This is useful for the scaling that is required to convert the YIQ color space to the YUV color space. Block 707 is [a] blending unit that blends the outputs of the blending

A3

units included in block 704. In one example, the block 707 is an adder that simply adds the resultant data streams, which are now in the same color space, into a single blended data stream output.

On pg. 23, paragraph 3, (pg. 21, l. 23 – pg. 22, l. 9), please amend the specification by adding the parenthetical drawing reference as reflected in the following marked-up version of the paragraph:

A4

The span 802 is typically an edge, for example, of a graphic 801 or other data that is being displayed. The span 802 usually has vertically adjacent spans 803 and 804. By blending the spans 803 and 804 with the span 802 when the span 802 is sent to the display, the flicker of the image portion is eliminated or reduced. Thus, the image data that corresponds to the spans 803 and 804 are used as additional sources for the generation of the span 802 as previously described. The spans 802, 803, and 804 are blended as described previously. Because the spans 802, 803, and 804 are from the same source, it is possible to blend them using a ratio (e.g., block 706 pixel multiplier). Alternatively, the span 802 may be generated or displayed on a display device using only the span 802 and span 803 as sources.